

Wrestling Revolution 3D: Booking Guide

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Match Ratings

The key ingredients to a "good" match are as follows:

- The **Popularity** of the wrestlers involved determines how much the fans will care about their actions. It affects their overall enthusiasm for the match, as well as how much they will "pop" for key moments (such as a near fall). In some instances, it is **Strength** that determines how entertaining an attack is, etc. So generally a character with all the tools is more likely to make positive contributions.
- The **purple vial** indicates whether there is a Face-Heel "chemistry" between a good guy and a bad guy. Without this, the match may lack meaning (although especially popular or talented wrestlers can overcome it). Wrestlers who are friends in real life may also have automatic chemistry.
- The **green scales** indicate whether the match is evenly "balanced" or not. Fans will quickly lose interest if one person dominates and they are not convinced that anybody could win at any moment. It is important to keep an eye on the health meters and make sure there is some back-and-forth.
- The **clock** grows increasingly solid, indicating that the match may be running too long. The fans have a limited attention span depending on the scale of the match. It is not impossible to make gains after boredom has set in, but it's certainly harder. Note that the last minute of a match ceases to be boring! Long-sighted bookers can use this for exciting time limit draws.
- The **skull & crossbones** indicates that the match is relying too much on extreme violence. Fans can become desensitized to this after a while and it will lose its impact. The damage is not permanent though, and faith can be restored if you lay off the weapons.
- A **flame** around the rating indicates that there is an established rivalry that the fans are getting a kick out of seeing. This enhances their enthusiasm for the match - as well as providing pre-match "hype" (a better starting score). You can use scripted **promos** to create rivalries if they do not happen naturally.
- Putting a **championship** on the line (or some other consequence) has a similar effect to a feud, in that it automatically increases enthusiasm for the match and makes it mean more. You can either interpret this as a way of making boring wrestlers entertaining or as a way of maximizing the potential of a deserving champion.

EXIT			
4TH WEEK OF NOVEMBER 2014			
SUPER JUNIOR CHAMPIONSHIP NICO MORON VS THUNDER TIGER			
SUMORAI VS KENTA KEEP MYNAM		TEAM LAST LAUGH ENGINE AND FORKER VS SUZUKI AND MYNAM	
RYO HAMMA VS MASTER CHROME	6 SIDED SAM HANDSOME VS KILLER KARADO	MULTIPLE FORTUNE FORTUNE SHOOT NICO MORON VS TANNED HEIHACHI	
TRIP CHAMPIONSHIP MACHINE MIAMI VS MUTOX	6 SIDED BUTTER MONK VS ETHAN ASIA	6 SIDED OF STEEL ULTRA BULL VS MACHINE MIAMI	SUSMIT

Card Ratings

The overall score for a show is the average of all the matches on the card. Albeit the **Main Event** and **Semi Mains** are more significant than the **Mid Card** or **Under Card** segments, so it is important to position entertaining matches where they will have most impact and end on a high. The overall score is slightly more generous than the rating for a single match, as it is not expected that every match on the card will be a classic. A 5-star show might very well be one full of 4-star matches! Note that TV tapings only have 6 segments to fill, whereas Pay-Per-View events could have as many as 9. It is up to you whether you submit a complete card of matches or not, but note that the show will be judged as if it did consist of at least 6 segments (with missing ones scoring zero). This overall score influences the popularity of your brand and where it sits in the TV ratings, which in turn influences how high attendances will be next time.

		Financial Report
		4th week of November 2014
EVENT: TV Taping		
ATTENDANCE: 6,272 x \$12		
REVENUE: \$75,264		
WAGES: \$96,900		
GUARANTEES: \$0		
MEDICAL: \$16,660		
PRODUCTION: \$5,610		
PROFIT: \$-43,906		
BALANCE: \$184,094		

Finances

This game features a somewhat simplified economy, where promotions earn money from the live attendance which then they use to pay off various expenses. The price of a ticket fluctuates over time, so no matter how popular the promotion is you may experience lean years as well as affluent ones. Unless a wrestler is favoured enough to receive "guaranteed" money or health insurance, you only have to pay the ones you use - so it's important to pay attention to their price tags and how many of them you involve. You may also have "production" costs from the props and arena changes required for each match. Revenue tends to be up to 25% higher for Pay-Per-View events, so it's best to save your more expensive ideas for those.



Wrestler Attributes

When choosing which wrestlers to use, you may want to consider the following stats:

- **Popularity** is how "over" the character is (note that it is possible for a bad guy to be "over" without actually being well liked). As a champion, this affects how many people they might draw to a show. In the ring, it determines how entertaining their actions are. More popular wrestlers are also more likely to have miraculous comebacks, making it harder for them to be pinned.
- **Strength** determines how powerful their attacks are (and therefore how entertaining those attacks are). Such moves may also require this quality to be performed without error.
- **Skill** indicates how likely they are to counter a move or perform one of their own without error.
- **Agility** determines how fast they move and how far they can fly from a height. Such moves may also require this quality to be performed without error.
- **Stamina** determines how quickly their health recovers - both in the ring and outside of it. An unfit wrestler will not be able to perform at their best week after week.
- **Toughness** refers to their ability to absorb punishment - such as how many shots they can take before falling down, and how quickly they can retaliate with an attack of their own. It also suggests how likely they are to submit, bleed, or get injured.
- **Attitude** is how co-operative the individual is or how likely they are to cause trouble.
- **Happiness** is literally how satisfied the person is with their current situation. This is not irrelevant because unhappy employees can also become unco-operative and unlikely to stay with the company.



Training

If you would like to improve the attributes of any wrestler in your camp, you have several options:

- Clicking **[Attributes]** in their profile will take you to an interactive training session where you can tap the screen to score gains in a particular area. Alternatively, you could wrestle a little "sparring" match and get miscellaneous gains that way.
- If you click a particular stat meter on the character's profile it will be highlighted **BLUE** - and this instructs them to train that area whenever they have enough health to do so. This will automatically give you small gains each week without your involvement.



Getting Over

Popularity is the one attribute that is harder to manipulate because it reflects what takes place in the ring. Every time a wrestler wins he becomes more popular, and every time he loses he becomes less so. By considering this, you can 'push' wrestlers to become big stars. Simply orchestrate his performances so that he wins repeatedly and he will 'get over' with the fans eventually. The catch is that wrestlers get pushed at the expense of others. For someone to win all the time, several other performers have to lose just as frequently - and their value declines when they do so. The victims of these situations are called 'jobbers' - wrestlers whose sole purpose is to make others look better. As a booker, you must always be thinking about who you want to push and who you want to bury. There's very little middle ground, because a wrestler who wins and loses in equal measure can't make progress in either direction.

How much a wrestler's Popularity increases or decreases depends on the circumstances of their various wins/losses. If a wrestler obliterates an opponent with ease then they will be seen as a force to be reckoned with. On the other hand, the wrestler that is so easily obliterated will be seen as a joke. A similar tactic is to consider how popular the wrestlers are. If a well-respected wrestler loses to an underdog then the underdog will receive a bonus, and vice versa. By letting a lowly wrestler score victories over big names he can become more respected. Other impressive circumstances include winning against the odds (such as with an injury), and outlasting numerous opponents. The winner of a big 10-man brawl, for instance, is considered to be the best of those 10 men and deserves more respect. One other thing to consider about who wins and loses in big matches is that the wrestler that 'takes the fall' will be seen as the worst man in the match and will be disrespected accordingly. Big matches can be used to get multiple people over, however, as there are also points to be scored for surviving to the end or eliminating the most people.

In this context, championships are very real honours and are perhaps the surest way of getting somebody over. Putting a title on the line makes matches more interesting and the consequences of winning more significant, so they can either be used to elevate weaker talent or fulfill the potential of deserving candidates. Holding the title is a big responsibility, however, as the face of the company is 50% responsible for attendances.